<u>ABSTRACT</u>

A game board is divided into a plurality of zones. A zone is selected. A projectile is projected through the selected zone. The projectile is shot at. Whether the projectile was hit within the selected zone is determined. If the projectile was hit within the selected zone, the selected zone is marked. The marked zone is eliminated from further selection. A pre-determined number of points are assigned based on the configuration of marked zones.

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